Steps to Building Interactive Maps
(with Figma)

Step 1: Consolidate Findings and Data into a Low-Fidelity Map
Starting with a low-fidelity map helps you document which findings relate to which pieces of evidence.

Step 2: Establish a Visual-Design System
Use or modify an established system or create one by identifying typography, color, iconography, and components and component states.

Step 3: Group Key Elements by Theme or Type
Use Figma’s section tool to categorize the different elements in your map, like photos, videos, and quotes.

Step 4: Create a Structure Using Auto Layout
Create auto layout frames to serve as the skeleton of your map. This should include headers, swim lanes, quadrants, and other necessary map components.

Step 5: Add Content
Now that you have a structure, include exact text and swap out random placeholder icons for relevant ones.

Step 6: Prototype Desired Interactions
Switch to Figma’s prototype mode and connect your interactions as desired.

Step 7: Test and Troubleshoot
Test the map with at least one other person. Doing a final test with someone else before distribution can help catch any last-minute bugs.